This Listing of Claims will replace all prior versions and listings of claims in this application.

LISTING OF CLAIMS:

1. (previously presented) A method, implemented on a gaming system including at least one gaming machine, of utilizing a voucher in the gaming system comprising the steps of:

    issuing at least one cash voucher having a particular cash value associated therewith;

    accepting by said at least one gaming machine said at least one cash voucher;

    crediting said particular cash value to a player of said at least one gaming machine;

    generating a record regarding said at least one accepted cash voucher;

    storing said at least one cash voucher in said at least one gaming machine;

    retrieving one or more cash vouchers from said at least one gaming machine; and

    comparing information from said one or more retrieved cash vouchers to information regarding said at least one accepted cash voucher contained in said record.

2. (previously presented) The method in accordance with Claim 1 wherein said at least one gaming machine is arranged to accept bill monies, and further including the steps of:

    accepting by said at least one gaming machine at least one bill money; and

    crediting the value of said at least one bill money to a player of said at least one gaming machine.

3. (previously presented) The method in accordance with Claim 2, further including the steps of:

    retrieving said at least one bill money and said at least one cash voucher from said at least one gaming machine; and

    sorting said at least one cash voucher from said at least one bill money.

4. (previously presented) The method in accordance with Claim 1, further including the step of:

reading information from said at least one cash voucher after said at least one cash

voucher is retrieved from said at least one gaming machine.

5. (previously presented) The method in accordance with Claim 4 wherein said step of reading

comprises scanning a bar code associated with said cash voucher.

6. (previously presented) The method in accordance with Claim 1 wherein multiple cash

vouchers are accepted by said at least one gaming machine and said step of comparing comprises

comparing the values of all cash vouchers accepted by said at least one gaming machine to the

values of the cash vouchers retrieved from the machine.

7. (previously presented) The method in accordance with Claim 1 wherein each of said at least

one accepted cash voucher and each of said one or more retrieved cash vouchers has a unique

identifying element and said comparing step comprises comparing said identifying element of

each retrieved cash voucher against identification information stored in said record of said at

least one accepted cash voucher.

8. (previously presented) The method in accordance with Claim 1, further including the step of:

reconciling said at least one accepted cash voucher with said one or more retrieved cash

vouchers.

9. (previously presented) In a gaming system including at least one gaming machine arranged to accept both bill monies and cash vouchers and store accepted bill monies and cash vouchers with one another, a soft count system for reconciling cash vouchers accepted by said at least one gaming machine with cash vouchers retrieved by said at least one gaming machine comprising:

at least one data storage element for storing data regarding accepted cash vouchers, including a value of said accepted cash vouchers;

a sorting mechanism arranged to sort bill monies and cash vouchers retrieved from said at least one gaming machine; and

a scanner for reading information associated with said cash vouchers.

10. (original) The gaming system in accordance with Claim 9 wherein said sorting mechanism includes a high speed scanner.

11. (previously presented) The gaming system in accordance with Claim 9 wherein said sorting mechanism includes a bill sorter and a reject area and said sorting mechanism is arranged to sort said cash vouchers into said reject area.

12. (previously presented) The gaming system in accordance with Claim 9 wherein said soft count system includes means for generating an image of at least one of said cash vouchers.

13. (original) The gaming system in accordance with Claim 9 wherein said soft count system includes at least one hand-held scanner.

14. (previously presented) A method, implemented on a gaming system including at least one gaming machine, of reconciling cash vouchers and bill monies accepted by the gaming machine comprising:

crediting automatically on said gaming machine a value associated with a cash voucher or bill money accepted by said gaming machine;

retrieving intermingled cash vouchers and bill monies which have been credited;

sorting said cash vouchers from said bill monies; and

determining if a total value of said retrieved cash vouchers and bill monies comprises the total value credited for said accepted cash vouchers and bill monies.

15. (previously presented) The method in accordance with Claim 14, further including:

storing said cash vouchers and bill monies after said crediting.

16. (previously presented) The method in accordance with Claim 14, further including the step of:

scanning said cash vouchers to obtain value information associated with each cash voucher.

17. (previously presented) A system including at least one gaming machine in which a user is permitted to make payment in the form of bill monies or cash vouchers comprising:

at least one container for storing accepted bill monies and cash vouchers with one another;

at least one apparatus adapted to sort said cash vouchers from said bill monies retrieved from said at least one container;

at least one apparatus adapted to scan said cash vouchers to obtain value and

identification information regarding each cash voucher; and

a computing device adapted to determine whether the value of said sorted and scanned

cash vouchers is the same as the value of cash vouchers accepted to said container.

18. (previously presented) The system in accordance with Claim 17 wherein a single apparatus

is adapted to sort said cash vouchers and bill monies and scan said cash vouchers.

19. (previously presented) The system in accordance with Claim 17, wherein said gaming

machine is arranged to accept bill monies and cash vouchers and store said bill monies and cash

vouchers in said at least one container.

20. (previously presented) The system in accordance with Claim 17 wherein at least one of said

cash vouchers has a bar code printed thereon and said value and identification information for

said at least one of said cash vouchers is associated with said bar code.

21. (original) The system in accordance with Claim 20 wherein said at least one apparatus

adapted to scan comprises a laser-beam scanner for reading said bar code.

22. (previously presented) The system in accordance with Claim 17 wherein said computing

device comprises a computer having information stored regarding the value of said accepted cash

vouchers.

23. (new) A method, implemented on a gaming system including at least one gaming machine, of utilizing a tangible voucher in the gaming system comprising the steps of:

  issuing at least one tangible voucher having a particular cash value associated therewith;

  accepting by said at least one gaming machine said at least one tangible voucher;

  crediting said particular cash value to a player of said at least one gaming machine;

  generating a record regarding said at least one accepted tangible voucher;

  storing said at least one tangible voucher in said at least one gaming machine;

  retrieving one or more tangible vouchers from said at least one gaming machine; and

  comparing information from said one or more retrieved tangible vouchers to information regarding said at least one accepted tangible voucher contained in said record.

24. (new) The method in accordance with Claim 23, wherein said at least one tangible voucher consists of one or more printed tickets.